

TAROCCHI

A cloaked man sits in a seedy tavern, a billow of smoke pouring from the folds of his robe, his booted feet rested upon a chair across from him. A fair maiden enters the room. Immediately, he tosses his hood back, and kicks the chair out from his table. He invites her to sit, gesturing to the seat before beginning to lightly shuffle a deck of cards. He draws three, and places them on the table. She nods, and immediately moves to sit with him.

A party of adventurers stand at the feet of a mighty slain dragon. It was a hard fought battle, and even harder won. They look to their leader, who also lay fallen, gasping ragged breaths. A woman in loose robes approaches him, kneeling quietly and smiling. Wordlessly, she pulls a playing card out of her sleeve and presses it against the fallen warrior. His vitality returns, and the group breathes a sigh of relief.

A slight, older man sits in an ornate chair to the side of a great king. The kingdom has fallen into chaos, and there is talk of rebellion. The king turns to his advisor and asks how he can stop this problem before it gets worse. The old man smiles, adjusts his glasses, and pulls out a deck of cards. He begins laying them on a table in an indecipherable pattern. Finally, he places a single card into the middle of the pattern. He hesitates for just a moment before drawing the card. He smiles, and convinces the king that his rule can be assured.

Tarocchi are mysterious wielders of magic, not using simple wands or staves, but drawing power from decks of cards. The luck of the draw, and the irony of not having a card you need, is never lost on a tarocchi, who is able to see the long term goal, and make use of what hand of cards they are dealt, both from their power packs, and from life itself.

POWER PACK

A tarocchi's most powerful weapon is their power pack, a deck of cards infused with magical abilities that only they can wield. Sometimes these power packs are legendary artifacts, with intricate artwork on the back, and court cards depicting powerful rulers and tyrants, signifying these decks as special.

Often, however, these decks simply appear as ordinary playing cards, allowing a tarocchi to feign innocence of their magical abilities. Indeed, power packs can be used as an ordinary deck of cards, and even if the cards are lost or destroyed, they will reform in the tarocchi's pack by the light of the next morning, as arcane magic binds the two together.

LIVING AS A TAROCCHI

Unfortunately for tarocchi, their magical abilities do not often lend themselves to finding steady work. The unreliability of their powers make others reluctant to employ them, or to rely on them. For this reason, tarocchi often regard their magical abilities as a sort of hobby, one which they must practice and hone in their free time, while finding work elsewhere.

The exception to this are tarocchi who are charismatic enough to find themselves in the employ of a thieves' guild, and who can convince the criminals with which they would work that their skills are valuable and reliable, so long as everyone else can be flexible. But to those who can be, a tarocchi is a powerful ally, capable of drawing new hope from their deck, even when all seems lost.

WARNING!

This class requires you to have a standard deck of 52 playing cards in order to play!

THE TAROCCHI

Level	Proficiency Bonus	Features	Hand Size	Cantrips Known	Spells Known	Spell Level
1st	+2	Card Shark, Force a Card	5	4	2	1st
2nd	+2	Misdirection, Stack the Deck	5	4	3	1st
3rd	+2	Equivocation, Game of Choice	5	4	4	2nd
4th	+2	Ability Score Improvement	5	5	5	2nd
5th	+3	Ace in the Hole (one card)	5	5	6	3rd
6th	+3	Game of Choice feature	5	5	7	3rd
7th	+3	—	6	5	8	4th
8th	+3	Ability Score Improvement	6	5	9	4th
9th	+4	—	6	5	10	5th
10th	+4	Cold Reading, Game of Choice feature	6	6	11	5th
11th	+4	—	6	6	12	6th
12th	+4	Ability Score Improvement	6	6	12	6th
13th	+5	—	6	6	13	7th
14th	+5	Game of Choice feature	7	6	13	7th
15th	+5	—	7	6	14	8th
16th	+5	Ability Score Improvement	7	6	14	8th
17th	+6	—	7	6	15	9th
18th	+6	Ace in the Hole (two cards)	7	6	15	9th
19th	+6	Ability Score Improvement	7	6	15	9th
20th	+6	Bottom Dealing	7	6	15	9th

CLASS FEATURES

As a tarocchi, you gain the following class features.

CREATING A TAROCCHI

As you create your tarocchi character, think about your personal deck of cards. Where did they come from? Were they a gift, given to you by a family member or trusted friend who knew the secrets? Did you happen upon them, tossed away by someone afraid of their power? Did you purchase them from a mysterious merchant, whom no one else remembers?

You must also decide where your magical powers came from, as it is the blending of magic and a power pack that makes a tarocchi. Do you have an ancestral bloodline of magic users, whose arcane abilities have been born in you? Have you bonded with an otherworldly being, granting you powerful magic abilities? Or did you find your deck of cards and determine to learn more, poring over and studying ancient texts to determine the true power of the cards?

QUICK BUILD

You can make a tarocchi quickly by following these suggestions. First, make Charisma your highest ability score, followed by Constitution. Second, choose the charlatan background. Third, choose the *light*, *prestidigitation*, *ray of frost*, and *shocking grasp* cantrips, along with the 1st-level spells *charm person* and *magic missile*.

HIT POINTS

Hit Dice: 1d8 per tarocchi level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per tarocchi level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Gaming set (playing cards)

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, History, Insight, Intimidation, Investigation, Performance, Persuasion, and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts, or (b) any simple weapon
- (a) a burglar's pack or (b) an explorer's pack
- A set of leather armor
- A gaming set (playing cards)

Alternately, you can purchase your own starting equipment. At level 1, a tarocchi begins with 5d4 x 10 gp.

CARD SHARK

Some event in your past, whether it be through blood or study or making a pact with an otherworldly being, has left the indelible mark of arcane magic upon you. Along with a magical deck of cards that you have come into possession of, you are able to create powerful magical effects, so long as you draw the right card.

Unlike other magic users, you use your cards to fund your arcane abilities directly, meaning that you cast magic spells in a unique way.

HAND SIZE

Each card in your deck represents one spell slot. However, tarocchi spell slots work differently than those of others.

At 1st level, your hand size is 5. You can draw up to your maximum hand size (as shown in the Hand Size column of the Tarocchi table) as a bonus action on your turn. Your hand persists until you finish a long rest. To cast a tarocchi spell, you must **play** a card of the appropriate spell slot from your hand. Any card in the deck can be cast as a cantrip. To play a card as anything other than a cantrip, you must be of an appropriate level, as shown on the Card Slots table. Once you cast a spell, the card is **discarded** until you finish a long rest.

Your hand size increases as you gain levels, as shown in the Hand Size column of the Tarocchi table. You can **discard** cards from your hand at any time without an action. Once a card is discarded, it is lost until you finish a long rest, at which point all cards return to your deck. This includes cards which may have been left in other areas or even destroyed.

To cast a spell at a higher level, you must **play** a card of a higher rank when you cast the spell. When you do so, the spell is cast at the level of the higher card, to a maximum of your highest spell level known as shown on the Spell Level column of the Tarocchi table.

For example, if you are a 1st-level tarocchi and know the 1st-level spell *cure wounds*, and your hand includes a 10, Jack, Queen, King, and an Ace, you can **play** the 10 to cast *cure wounds* as a 1st-level spell. Your higher cards (the Jack, Queen, King, and Ace) can only be cast as cantrips until you reach the appropriate levels of the Card Slots table.

CANTRIPS

At 1st level, you know four cantrips of your choice from the tarocchi spell list. You learn additional tarocchi cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Tarocchi table.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the tarocchi spell list.

The Spells Known column of the Tarocchi table shows when you learn more tarocchi spells of your choice. Each of these spells can be no higher than the highest spell level you know, as shown in the Spell Level column of the Tarocchi table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the tarocchi spells you know and replace it with another spell from the tarocchi spell list, which also must be no higher than your highest spell level known.

CARD SLOTS

Tarocchi Level	Rank	Suit	Spell Slot
1st	2 - 9 (any suit)	♦, ♥, ♣, ♠	Cantrip
1st	10 (any suit)	♦, ♥, ♣, ♠	1st
3rd	Jack (any suit)	♦, ♥, ♣, ♠	2nd
5th	Queen (any suit)	♦, ♥, ♣, ♠	3rd
7th	King of Diamonds or Hearts	♦, ♥	4th
9th	King of Clubs or Spades	♣, ♠	5th
11th	Ace of Diamonds	♦	6th
13th	Ace of Hearts	♥	7th
15th	Ace of Clubs	♣	8th
17th	Ace of Spades	♠	9th

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your tarocchi spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a tarocchi spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

INTELLIGENT TAROCCHI

The tarocchi is written with a charismatic, charlatan type of character in mind. However, there are other kinds of card players as well such as the intellectual, calculating card counter. If it better fits your chosen flavor, you can use Intelligence as your spellcasting ability (as well as your saving throw proficiency) instead of Charisma.

SPELLCASTING FOCUS

The cards you play when you cast a spell count as a spellcasting focus for your tarocchi spells.

RUNNING OUT OF CARDS

When you have no cards remaining in your deck or your hand, you can take a bonus action to draw two magical jokers into your hand. These cards can only be used to cast cantrips, and disappear immediately once they are used to cast spells. When you finish a long rest, any jokers in your hand disappear.

FORCE A CARD

As a tarocchi, you are the master of getting the cards you need in order to turn a situation in your favor. At 1st level, you can take an action to search your deck for a single card and add it to your hand, so long as you are not already at your hand limit. After you take this action, shuffle your deck.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

LANGUAGE OF THE TAROCCHI

There are several terms that are unique to the tarocchi.

Rank. The **rank** of a card is its numerical value. So a card can have a rank of "3," which includes the 3 card in all four suits, or a rank of "9," or "king," and so on.

Discard. You can **discard** cards from your hand without playing them. These cards go to your discard pile, but do not activate any kind of magical effect.

Play. When you **play** a card, you are activating its magic and (usually) casting a spell as you do so.

YOUR POWER PACK

Like a wizard with a spellbook, your power pack is a physical object which can be lost or destroyed.

Replacing the Pack. Your power pack is typically a box, but it can also be some kind of special leather case or wrapping that keeps your cards together. So long as this housing is intact and complete, all of your cards will return to it when you finish a long rest. This includes situations where cards are lost or destroyed; they will still reform in your power pack.

If the pack itself is destroyed, however, the magic of the cards ceases to exist. Your pack is a powerful magical item, and so is more resilient than it may appear. If the pack is destroyed, you will need to replace it. It takes 2 hours and 50 gp per spell level that you have access to. Once you have forged a new pack to hold your cards, they reform normally when you finish your next long rest.

The Pack's Appearance. Each power pack is unique, and are only typically recognized as special by other tarocchi. It may be a plain, functional set of leather straps which hold your cards together, or it may be an ornate magical box, inlaid with gold and intricate designs.

Your cards, like your power pack, are also highly variable. They may be very simple cards with plain backs and bare markings, or they may be incredibly detailed, with flourishes of artistic skill on the backs, and beautifully calligraphed symbols on the fronts.

MISDIRECTION

Beginning at 2nd level, your quick wit and dexterous hands allow you to surprise and beguile your opponents. Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses that skill proficiency or your proficiency with your gaming set (playing cards).

Additionally, you can make a Deception or Sleight of Hand skill check as a bonus action on your turn.

STACK THE DECK

Starting at 2nd level, you've learned to regain your most potent magics. Once per day when you finish a short rest, you can take any amount of a single **rank** card in your discard pile and shuffle them into your deck. This includes court cards, but not aces. The rank of "king" is split in half according to your spell slots. The king of diamonds (♦) and hearts (♥) count as a single rank, while the king of clubs (♣) and spades (♠) count as a separate rank for the purposes of this ability.

GAME OF CHOICE

While tarocchi are fond of any game of chance, each has one which they excel in. At 3rd level, choose Blackjack, Euchre, Mau, Poker, or Spades. Each choice affects your abilities and the way you are able to play your cards.

Your choice grants you features when you choose it at 3rd level, and again at 6th, 10th, and 14th level.

EQUIVOCATION

By 3rd level, your magical prowess with cards offers you supernatural luck over all games of chance. When you receive randomized results from a game of chance or a magic item, including drawing a card from your power pack, you can instantly take one additional result and choose between the two. The result you do not choose is placed back into its source at random if possible. This happens magically, and creatures without truesight can't notice you replacing a result. Once you use this feature, you must finish a short or long rest before you can use it again.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ACE IN THE HOLE

Beginning at 5th level, you have the ability to have a spell prepared even when your card is not ready. You can use an action to designate one card which remains in your power pack and cast a spell which has a casting time of one action or one bonus action using that card (even though you do not have the card in hand). When you do so, search your power pack for the card and **discard** it, and then shuffle your deck.

Once you use this feature, you must finish a long rest before you can use it again. Starting at 18th level, you can use it twice before a rest.

COLD READING

Starting at 10th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Passive Perception
- Current spell slots
- Total class levels (if any)
- Maximum spell level (if any)

BOTTOM DEALING

By 20th level, you've gained complete mastery over your cards. Whenever you **play** a card with a rank of queen or lower, instead of discarding it, you can place the card on the bottom of your power pack. At any time, you can play that card again as though it were a card in your hand. At that point, **discard** the card.

TAROCCHI SPELLS

CANTRIPS (0 LEVEL)

Chill Touch
Create Bonfire †
Dancing Lights
Friends
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Produce Flame
Ray of Frost
Resistance
Shocking Grasp
Spare the Dying
Thunderclap †

1ST LEVEL

Absorb Elements †
Animal Friendship
Catapult †
Cause Fear †
Chaos Bolt †
Charm Person
Chromatic Orb
Color Spray
Command
Create or Destroy Water
Cure Wounds
Detect Magic
Disguise Self
Feather Fall
Fog Cloud
Heroism
Identify
Illusory Script
Magic Missile
Ray of Sickness
Shield

Silent Image
Sleep
Snare †
Thunderwave
Witch Bolt

2ND LEVEL

Alter Self
Arcane Lock
Augury
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Healing Spirit †
Invisibility
Knock
Lesser Restoration
Levitate
Locate Object
Mirror Image
Misty Step
Pyrotechnics †
Ray of Enfeeblement
Rope Trick
See Invisibility
Scorching Ray
Spiritual Weapon
Suggestion

3RD LEVEL

Animate Dead
Bestow Curse
Catnap †
Clairvoyance
Counterspell
Dispel Magic
Fireball
Fly
Glyph of Warding
Hypnotic Pattern

Lightning Bolt
Remove Curse
Revivify
Sending
Speak with Dead
Thunder Step †
Vampiric Touch

4TH LEVEL

Charm Monster †
Compulsion
Death Ward
Dimension Door
Fabricate
Locate Creature
Phantasmal Killer
Polymorph
Vitriolic Sphere †

5TH LEVEL

Bigby's Hand
Contagion
Creation
Danse Macabre †
Dominate Person
Dream
Geas
Greater Restoration
Immolation †
Legend Lore
Mislead
Modify Memory
Raise Dead
Scrying
Seeming
Telekinesis

6TH LEVEL

Circle of Death
Contingency
Create Undead
Find the Path
Globe of Invulnerability
Guards and Wards
Mental Prison †
Otto's Irresistible Dance
Planar Ally
Programmed Illusion
True Seeing

7TH LEVEL

Delayed Blast Fireball
Mirage Arcane
Prismatic Spray
Project Image
Regenerate
Resurrection
Symbol

8TH LEVEL

Antimagic Field
Control Weather
Earthquake
Feeblemind
Glibness
Illusory Dragon †
Maddening Darkness †
Mind Blank
Power Word Stun

9TH LEVEL

Foresight
Invulnerability †
Power Word Kill
Time Stop
Weird
Wish

† This spell appears in the *Xanathar's Guide to Everything*.

GAME OF CHOICE

Tarocchi love card games, but each tarocchi has a game they play more than others. This focus gives them special abilities based on the type of game they play. Five games are presented below: Blackjack, Euchre, Mau, Poker, and Spades.

BLACKJACK

Also known as twenty-one, blackjack is a game with a long history. The basic premise of the game is that each player has a pile of cards in front of them, and the object is to get that pile to equal 21, by adding up the ranks of cards in the pile.

HIT ME

Beginning when you choose this game at 3rd level, you have the ability to generate extra cards to cast. When a creature hits you for the first time each turn with an attack, you generate a Blackjack card. This card is drawn from the top of your deck, and placed face-up in front of you. Each time you are hit by an attack, a new card is added to the Twenty-One Pile.

You must keep a running total of the ranks of cards in your Twenty-One Pile. Face cards count as **10** for the purposes of Blackjack, while aces count as either **1** or **11** (your choice). Any card from your Twenty-One Pile can be cast as though it were in your hand.

If the total of cards in your Twenty-One Pile ever exceeds 21, all cards in the pile are immediately discarded.

If the total of cards in your Twenty-One Pile ever equals exactly 21, you immediately draw all cards from your Twenty-One Pile into your hand (even if this would exceed your maximum hand limit), and gain a Blackjack for 1 minute. At any time during this minute when you would roll a d20, you can instead choose not to roll the die and simply treat the result as though you had rolled a 20, and gain a +1 bonus to the result. You can only have a single Blackjack at a time.

All cards in your Twenty-One Pile return to your deck when you finish a long rest.

DOUBLE DOWN

Starting at 6th level, you can take a bonus action to add a single card from your hand to your Twenty-One Pile. You cannot start a Twenty-One Pile in this way, only add to an existing one.

SURRENDER

Beginning at 10th level, you can give the appearance of defeat. You can cast the *feign death* spell, but only as a ritual.

SPLIT

Starting at 14th level, you gain the ability to start multiple Twenty-One Piles in front of you by splitting cards of the same rank. If the only two cards of a Twenty-One Pile are of the same rank, you can split them into two separate Twenty-One Piles. Whenever you gain a new Blackjack card, you can choose to add it to either pile. Each pile can generate a separate Blackjack, which can allow you to have two Blackjacks at the same time. You cannot start a new Twenty-One Pile until all cards in front of you are either discarded or taken into your hand.

EUCHRE

Euchre has gone by many different names, but the crux of the game is that it is played with a smaller deck than normal, as players attempt to take tricks. Like your favorite game, you learn to quickly get to the cards you need.

STANDARD DECK

Beginning when you choose this game at 3rd level, you can pare down your power pack to better ensure you get your powerful cards. When you finish a long rest and your cards reform in your pack, you can choose any rank of cards between 2-8. These cards are removed from your deck entirely until your next long rest. For each rank you choose to remove in this way, you gain 1 temporary hit point.

For example, at 1st level, if you choose ranks 2, 3, 4, and 5, then you would remove all 2s, 3s, 4s, and 5s from your deck, and you would gain 4 temporary hit points. If you chose all ranks 2-8, you would gain 7 temporary hit points.

The amount of temporary hit points you gain when removing a rank of cards increases by 1 when you reach 5th level (2 temporary hit points), 11th level (3 temporary hit points), and 17th level (4 temporary hit points).

KNOCK

Starting at 6th level, you have the ability to pass your turn for greater benefit later. You can choose to give up your action and all of your movement on your turn. If you do so, you gain one additional action on your next turn. You can only ever gain one additional action in this way.

TABLE TALK

Beginning at 10th level, you can cast the *Rary's telepathic bond* spell, but only as a ritual.

BEST BOWER

Starting at 14th level, you have the ability to use your Jacks as more powerful spells. You can take a bonus action to choose a color, either red or black. Until you finish a long rest, the Jacks in your power pack of that color can be used as a spell slot of up to 5th level.

MAU

There is nothing more enjoyable to a mau master than to introduce a new person to the game. Teaching someone to play is very simple:

"The only rule I can tell you... is this one..."

Despite this seeming ambiguity, true mau masters delight in following the secret rules of the game. Following these unspoken rules grants you incredible power.

MAU BEGINS NOW

Beginning when you choose this game at 3rd level, you construct your discard pile differently than other tarocchi. While other tarocchi can simply discard their cards whenever they wish, you must play your cards in a certain order. Once you **play** your first card after a long rest, new cards must be played off of the previous cards. This is done in one of two ways: the next card played must either match the suit of the previous card played, or else it must match the rank of the previous card. If you **play** a card that does not match this convention on the previous card played, you gain one level of exhaustion. You can always **discard** cards without playing them, which are placed at the bottom of your discard pile (so you can continue to play off of your previously played cards). Despite normally being separate ranks, kings and aces can be played off of previous ones for the purposes of mau.

So long as you play by the rules, your spells become more powerful. Each cantrip you play according to the rules which deals damage is cast with a damage increase, as though you were the next level of spellcaster required for additional damage (5th, 11th, or 17th level). At 17th level, your cantrips gain another increase, beyond their normal bounds.

Each spell of 1st level and higher you play according to the rules is cast as a spell one level higher than normal (to your maximum spell level).

REVERSE ORDER

Starting at 6th level, you have the ability to reverse turn order temporarily. As a bonus action on your turn, you can invoke a Reverse command. Once your turn is complete, instead of the next creature in initiative taking its turn, the previous creature takes its turn. This continues, with initiative going in backward order until it returns to you. Once you complete this turn, initiative returns to normal. Once you use this feature, you must complete a short or long rest before you can use it again.

POINT OF ORDER

Beginning at 10th level, you can call upon an otherworldly presence to answer your questions. You can cast the *commune* spell, but only as a ritual. When you do so, a deity or extraplanary being that is friendly toward you appears to answer your questions.

HAVE A NICE DAY

Starting at 14th level, whenever you **play** a 7, you can order a target within 30 feet that you can see to have a nice day. The next attack roll made against this target within the next minute has advantage.

POKER

Poker is a game with an extremely long history and thousands of variants. Most games of poker are played similarly, however. Each player has a hand, with which they try to have the best combination of cards. The player with the best hand wins the round, and play continues.

WINNING HAND

As a poker player, you have the ability to play multiple cards at once to enhance your spell effects. At 3rd level, you can play any of the poker hands (see the Winning Hand sidebar) to gain an additional effect. When you play a Winning Hand, you must **play** an entire poker hand of five cards, even if the Winning Hand you play does not require five cards. You must cast a single spell when you play the hand, which can be a spell from any of the cards in the hand.

Poker Pile. When you **play** a Winning Hand, you put a number of the cards used to play the hand into a separate discard pile, called the Poker Pile. When you finish a short or long rest, take all cards in the Poker Pile and shuffle them back into your power pack.

HOLD 'EM

Starting at 6th level, you can take your poker abilities a step further. On your turn, you can take a bonus action to place up to three cards in front of you as Hold 'em cards. These cards remain in front of you for 1 minute, during which time you can draw back up to your normal hand limit. While they do not count against your hand limit, they can be used in conjunction with cards in your hand to make a Winning Hand. They are considered played whenever you make the Winning Hand, and are discarded normally. If the hold 'em cards are not used within 1 minute, they are discarded.

COZY TABLE

Beginning at 10th level, you are ready for a round of poker no matter where you are. You can cast the *Leomund's tiny hut* spell, but only as a ritual. When you do so, you can also cast the *Tenser's floating disk* spell as part of the same ritual. The disk cannot leave the hut.

ALL IN

Starting at 14th level, you can target one creature within 60 feet as a bonus action. You and the creature each roll a d20. The higher of the rolls is the victor.

The victor of the roll has advantage on attack rolls against the loser. The loser has disadvantage on all saving throws from effects initiated by the victor.

This effect lasts for 1 minute. Once the effect ends, the target is immune to the effect for 24 hours, but you can initiate the effect against a new target.

WINNING HANDS

The following combinations of cards can be played to form a Winning Hand.

Two pair. This hand contains at least two cards of the same rank, and two cards of another rank. When you play this hand, you can cast two spells with a casting time of 1 action, one for each pair. **Discard** one card from each pair, and place the remaining three into the Poker Pile.

Three of a kind. This hand contains at least three cards of the same rank. When you have three of a kind in hand and you or an ally within 60 feet would take damage from a spell or weapon attack, you can cast a spell with a casting time of one action or one bonus action as a reaction. **Discard** two of the three identical cards, and place the remaining three cards into the Poker Pile.

Straight. This hand contains at least five cards in sequential rank. When you play this hand, all targets affected by the spell have disadvantage on the first saving throw made against the spell. **Discard** the three highest cards in the hand, and place the remaining two in the Poker Pile.

Flush. This hand contains at least five cards, all of which are the same suit. When you play this hand to cast a spell, you can choose for any targets of the spell to also be under the effects of the *haste* or *slow* spell (your choice) until the end of your next turn. **Discard** the two highest cards from the flush, and place the remaining three in the Poker Pile.

Full house. This hand contains three cards of one rank, and two cards of another rank. When you play this hand to cast a spell which requires concentration, you do not need to make Constitution saving throws to maintain your concentration when you take damage. **Discard** the three same-rank cards, and keep the two off-rank cards in your hand.

Four of a kind. This hand contains four cards of the same rank. When you play this hand and cast a spell that targets only one creature and that doesn't have a range of self, you can target three other creatures in range with the spell. **Discard** all four of the cards, and put the last one into the Poker Pile.

Straight flush. This hand contains five cards of sequential rank, all of which are the same suit. When you play this hand, any dice you would roll for the spell (not including attack rolls) are maximized, taking their highest value. **Discard** the entire hand.

SPADES

Spades is a game which requires the player to correctly predict an entire round based only on the knowledge of their own hand. Spades players like the uncertainty of working with only their own hand, and turning it into a certain win.

KITTY CARD

A variant of spades allows a bidding player to pass a card to their ally, and to receive one in return. This card is sometimes affectionately referred to as a kitty card. Beginning at 3rd level when you choose this game, you can **play** a card for a spell of 5th level or lower, naming the spell you cast into it. However, unlike a normal casting of the spell, you can identify the card as a kitty card. This traps the spell's magic in the card, but does not cast the spell immediately.

Once a card has been designated a kitty card, it can be given to any other creature to hold on to. At any time, that creature can touch the kitty card and use an action to say a code word (that you both come up with together). This allows the creature to cast the spell. The spell activates as though you were casting it. This includes using your level (if the card is a cantrip), and using your spell save DC for any targets which are affected by the spell. However, the range and area activate from the creature holding the card, which chooses any targets and makes any spell attack rolls required (although their roll still uses your spell attack ability modifier). If the spell requires concentration, the creature activating the spell must maintain concentration on it.

You can have one kitty card active at a time. If you create a new kitty card before an existing one is activated, the old kitty card loses its power. Regardless of when it is created, all cards (including unexpended kitty cards) return to your deck when you finish a long rest.

TRUMP CARD

Starting at 6th level, you can get the jump on foes who think they have the advantage. When you or an ally within 30 feet of you are subject to a weapon attack, you can use a reaction to play any card in the spades (♠) suit from your hand to cast a spell which has a casting time of 1 action or 1 bonus action.

You can use this feature once, and regain the ability to do so when you finish a short or long rest.

PARTNERS

Spades is most often a game that is played with a partner, and you can find a partner no matter where you go. Beginning at 10th level, you can cast the *comprehend languages*, *find familiar*, and *unseen servant* spells, but only as rituals.

FIRST TRICK CLUBS

Starting at 14th level, you can use the power of one of your cards in order to gain a supreme advantage over other creatures. When you roll initiative, you can play the 2 of clubs (♣) as part of your roll. If you do so, you treat your initiative as though you had rolled a 20, and have advantage on the first attack you make during the initiative. If you would be surprised, you are not surprised.

MULTICLASSING

Tarocchi follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the Player's Handbook.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
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Tarocchi	Charisma 13
----------	-------------

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
-------	----------------------

Tarocchi	One skill from the class's skill list, gaming set (playing cards)
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EXPANDING CARD CASTING

The tarocchi's system of casting their spells is entirely unique, however, the mechanic can be expanded to other classes if it would fit the character you would wish to play.

To grant another class the ability to use card magic, replace the Spellcasting feature of that class with the Card Shark feature of the tarocchi. Some adjustments will need to be made, depending on the class to which you wish to add card magic.

HAND SIZE

The hand size for all classes other than the tarocchi is 5 at all levels.

CANTRIPS

A class must learn cantrips in order for the card magic system to work. A class which does not learn cantrips cannot use card magic. For a class which does learn cantrips, their number of cantrips known are unchanged.

SPELL SLOTS

The class's spell slots are replaced by those of the tarocchi's card shark ability. Whenever the class would gain a higher-level spell slot, it can use cards of the appropriate rank to cast those spells.

For example, a sorcerer which reaches 3rd level can begin using Jacks to cast 2nd level spells. An eldritch knight which reaches 7th level can do the same.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

The class continues to learn (and prepare, if necessary) spells as it normally would.

SPELLCASTING ABILITY

The class uses whichever spellcasting ability it normally would.

RITUAL CASTING

If the class would normally have ritual casting, it retains that ability. You do not need to have any specific cards in hand in order to cast a ritual that you know.

SPELLCASTING FOCUS

The class can use a spellcasting focus as it normally would, or can use the cards as a tarocchi does.

CHANGELOG

This list is for those players and DMs who have played previous versions of the tarocchi, and want to know the exact changes that have taken place.

- Perception has been removed from the skill proficiencies list.
- Arcana has been added to the skill proficiencies list.
- The choice of a dungeoneer's pack has been replaced by the choice of a burglar's pack.
- The **Power Pack** feature has been renamed to **Card Shark**.
- **Card Shark** - The method of casting spells at higher levels has been changed, and now requires the tarocchi to play cards of the higher level slot in order to cast at a higher level.
- **Card Shark** - The *Running Out of Cards* section of this feature has been changed to simply allow the tarocchi to draw jokers into their hand whenever they are completely out of cards in order to continue to cast cantrips.
- A "Tarocchi Level" column has been added to the Card Slots table to make it more explicit when certain cards can be used for a spell slot instead of a cantrip. Language in the "Hand Size" section has been rewritten to reinforce this.
- A new feature, **Force a Card**, has been added at 1st level, allowing the tarocchi to add a single card to their hand as an action a number of times equal to 1 + their Charisma modifier, regaining expended uses on a long rest.
- The **Game of Choice** feature has been moved to 3rd level. Two new **Game of Choice** options have been added: Blackjack and Spades.
- The **New Deal** feature has been removed.
- A new feature, **Misdirection**, has been added at 2nd level, allowing the tarocchi to double their proficiency bonus with one of their skill proficiencies and proficiency with their gaming set (playing cards). It also allow the tarocchi to make a Deception or Sleight of Hand check as a bonus action.
- **Lucky Draw** - This feature has been renamed **Equivocation** and now applies to all games of chance, and all randomized results from magic items.
- **Ace in the Hole** - This feature has been moved to 5th level, with one additional use at 18th level.
- The **Trump Card** feature has been removed.
- A new feature, **Cold Reading**, has been added at 10th level, allowing the tarocchi to observe or interact with a creature for 1 minute to discover information about its statistics compared to their own.
- The secondary effect of **Bottom Dealing** has been removed.

BLACKJACK

- The new game of choice, Blackjack, has been added.
- At 3rd level, blackjack gains the **Hit Me** feature, which adds a card to a new pile any time the player is struck by a weapon attack. If the value of this pile exceeds 21, the cards are discarded. If they hit exactly 21, the player draws the cards into their hand and receives a Blackjack, the ability to treat a d20 roll within the next minute as an automatic 20.

- At 6th level, blackjack gets the **Double Down** ability, which allows the player to take a bonus action to add a single card to their Twenty-One Pile.
- At 10th level, blackjack gets the **Surrender** ability, which allows the player to cast the *feign death* spell as a ritual.
- At 14th level, blackjack gets the **Split** ability, which allows the player to split a blackjack pile in half and run two piles at once.

EUCHRE

- Changes to the euchre game are meant to make it a choice of game without advanced mechanics, for those tarocchi which want a more straightforward subclass.
- The **Kitty Card** feature has been removed from this subclass. An identical feature has been added to the new subclass based on Pinochle.
- This game gains a new feature at 3rd level called **Standard Deck**, which allows the tarocchi to remove any number of cards of rank 2-8 from their deck.

POKER

- Language has been changed to reflect the changes of how casting spells at a higher level works.
- **Three of a Kind**. This hand now allows the tarocchi to cast a spell as a reaction whenever they or an ally would take damage.
- **Flush**. This hand now puts all targets of the spell cast under the effects of *haste* or *slow* (the tarocchi's choice) for 1 round.
- **Full House**. This hand now allows the tarocchi to concentrate on a spell without needing to make Constitution saving throws when they take damage.
- **Straight Flush**. This hand now maximizes any dice rolled for the spell cast.
- **Cozy Table** - The option to add *unseen servant* to this ritual has been removed, and that ritual is now offered to the spades game of choice.

SPADES

- The new game of choice, Spades, has been added.
- At 3rd level, spades gains the **Kitty Card** ability, transferred from Euchre.
- At 6th level, spades gets the **Trump Card** ability, allowing the tarocchi to cast a spell from a spade (♠) card as a reaction whenever they or an ally within 30 feet is subject to a weapon attack.
- At 10th level, spades gets the **Partners** feature, allowing them to cast *comprehend languages*, *find familiar*, and *unseen servant* as a ritual.
- At 14th level, spades get the **First Trick Clubs** feature, allowing them to play the 2 of clubs (♣) when they roll initiative in order to treat their roll as a 20 and gain advantage on the first attack made during that initiative.

MULTICLASSING

Rules for multiclassing have been added.

EXPANDING CARD MAGIC

Rules for adapting the card magic system for use on other classes has been added.

SPELLS

The following spells have been added to or removed from the tarocchi's spell list.

CANTRIPS (0 LEVEL)

- Create Bonfire (removed)
- Friends
- Poison Spray (removed)

1ST LEVEL

- Catapult (removed)
- Chromatic Orb
- Color Spray
- Command
- Earth Tremor (removed)
- Feather Fall
- Fog Cloud
- Ice Knife (removed)
- Longstrider (removed)
- Ray of Sickness
- Speak with Animals (removed)
- Witch Bolt

2ND LEVEL

- Detect Thoughts
- Earthbind (removed)
- Gentle Repose (removed)
- Knock
- Levitate
- Locate Animals or Plants (removed)
- Mirror Image
- Ray of Enfeeblement
- Rope Trick
- Silence (removed)
- Skywrite (removed)
- Spider Climb (removed)
- Warding Wind (removed)

3RD LEVEL

- Counterspell
- Daylight (removed)
- Flame Arrows (removed)
- Hypnotic Pattern
- Magic Circle
- Major Image
- Melf's Minute Meteors (removed)
- Plant Growth (removed)
- Speak with Dead

- Spirit Guardians (removed)
- Vampiric Touch

4TH LEVEL

- Compulsion
- Fabricate
- Greater Invisibility (removed)
- Ice Storm (removed)
- Phantasmal Killer
- Storm Sphere (removed)

5TH LEVEL

- Bigby's Hand
- Creation
- Dominate Person
- Geas
- Mislead
- Scrying
- Seeming
- Telekinesis
- Wall of Force (removed)

6TH LEVEL

- Circle of Death
- Contingency
- Create Undead
- Guards and Wards
- Otto's Irresistible Dance
- Programmed Illusion

7TH LEVEL

- Delayed Blast Fireball
- Mirage Arcane
- Prismatic Spray
- Project Image

8TH LEVEL

- Antimagic Field
- Feeblemind
- Mind Blank
- Power Word Stun

9TH LEVEL

- Power Word Kill
- Weird

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CREDITS & THANKS

This supplement was produced, written by, and created by Alex Tanner. If you find it listed anywhere not authorized by the creator, please contact:

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COVER IMAGE

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The brushes used for the card symbols on the cover come from [playing card brushes](#) by [Jarednuss](#).

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A very special thanks to [halycon450](#) for allowing the use of his [Jovial Shuffler](#) on page 2!

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THE HOMEBREWERY

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DMs GUILD

If you liked this, please think about [supporting my other work on the DMs Guild](#)! I'm also always open to suggestions, so if you have an idea for something you'd like to see represented in D&D that isn't currently in the game, drop me a line and let me know, and I may make it my next project!